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The system has an object management system (13,17,18) with transactional properties such that each message sent to any of the objects (16,21-25) in an object-oriented application (15) is processed as a transaction. The transactional properties provide for nested transactions since message initiated transactions (31-33) can spawn further messages which are processed as child transactions (34,35). Each transaction are allowed to commit only when all its child transactions have terminated.

The system includes a transactional layer (14) through which all messages sent to objects pass and in that each transaction is represented by a state definition which includes a pending set of messages, which have been spawned by each transaction but for which no corresponding child transactions have yet been created by the system.